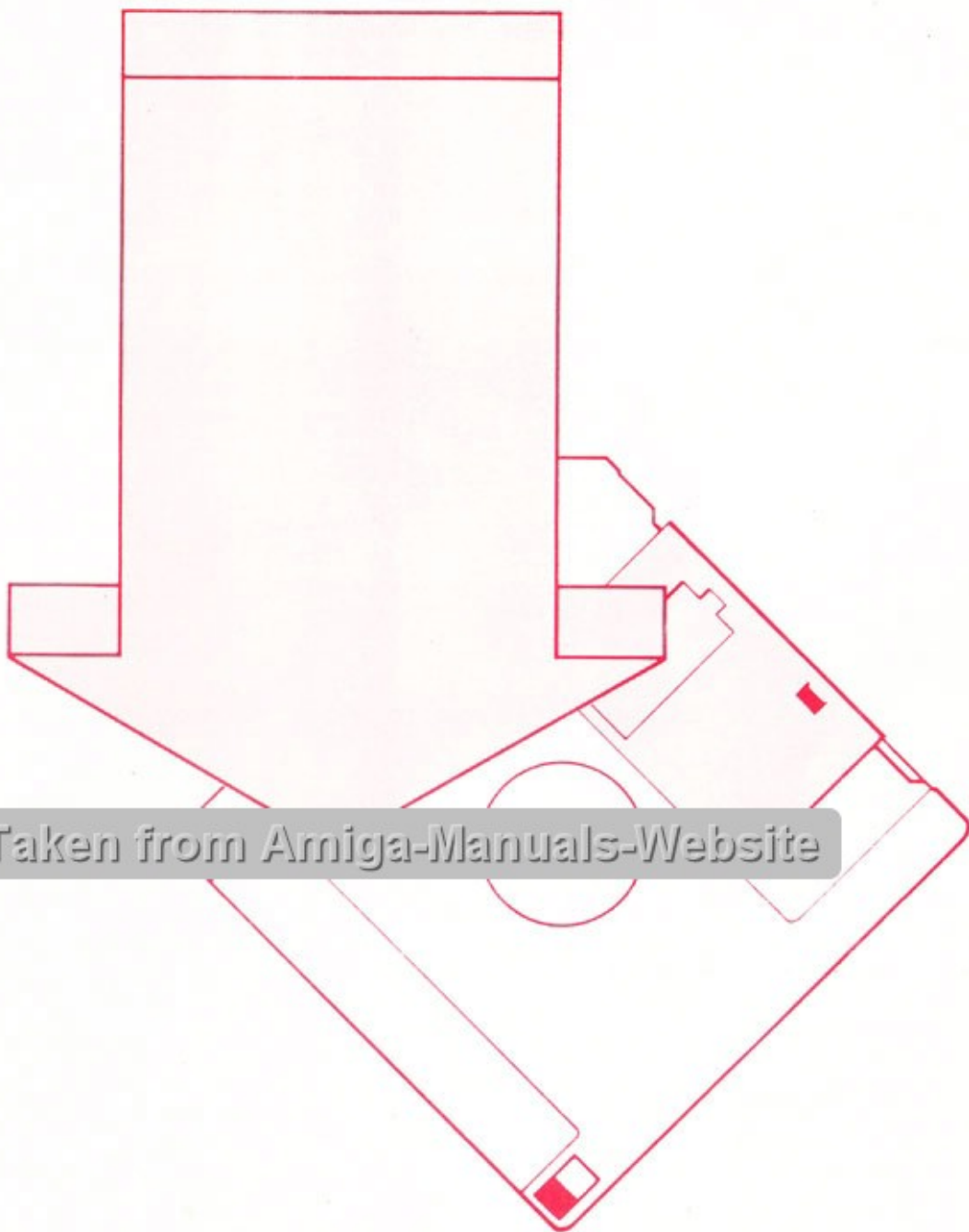


LEATHERNECK



Taken from Amiga-Manuals-Website



LEATHERNECK

PROGRAM BY STEVE BAK.

GRAPHICS BY PETE LYON.

MUSIC BY DAVID WHITTAKER.

SOUND SAMPLES BY ST REPLAY.

GETTING STARTED

Turn off your computer and remove all peripherals and hardware add-ons. Place your LEATHERNECK disk in Drive A and switch the power on. LEATHERNECK will load automatically and enter a demonstration mode.

CONTROLS

LEATHERNECK is a four-player game. Two men are controlled with joysticks in the normal game ports. The other two men are controlled with joysticks plugged into the special MICRODEAL dual joystick adaptor. This is optional and not necessary to be able to play a two-player game. At the start of each game, any man who is not under direct control of a player will die in a few seconds, so the selection of 1, 2, 3 or 4 players is automatic. A game can be started by pressing any joystick button.

PLAYING THE GAME

The object of the game is to gain points by surviving and advancing as far as possible. To survive you must avoid enemies and their shots and stay clear of machine-gun fire and explosions. To advance simply walk up the screen while surviving! The right hand side of the screen is a status area which displays for each player a score, lives remaining, current weapon and amount of ammunition. Your current weapon can be changed by moving your joystick rapidly right, left then right again. A bullet in the status area represents how much ammunition you have left for your current weapon. When the bullet is full, you have maximum ammunition, when the bullet is completely gone, your current weapon cannot be used. Ammunition supplies will be found along the way and are picked up automatically by just walking into them. Ammunition boxes contain an equal amount for each weapon, so don't rely on just one weapon. A heavy machine gun has a longer range, a light machine gun will fire faster

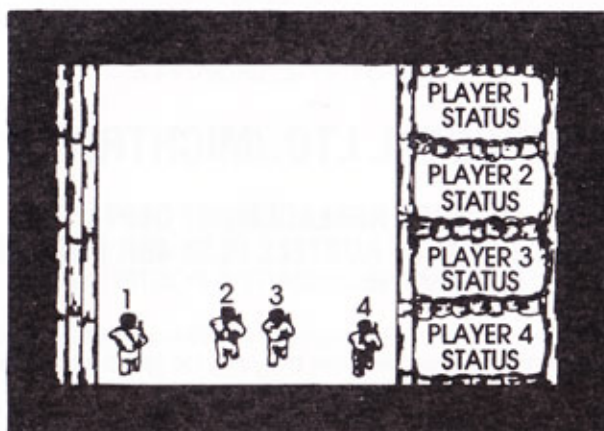
and grenades can be thrown over obstacles. If you are playing as a team, avoid shooting your mates and throwing grenades where they may endanger them. Advance at the best rate you can, but beware of being in too much of a hurry.

ALTERNATIVE KEYBOARD CHANGE OF WEAPON

A PLAYER MAY CHANGE HIS WEAPON BY HITTING KEYS ON THE KEYBOARD.

PLAYER 1	Any key on the left hand side of the QWERTY keyboard.
PLAYER 2	Any key on the right hand side of the QWERTY keyboard.
PLAYER 3	Any of the 8 keys in the HELP/UNDO block.
PLAYER 4	Any key on the numeric keypad.

WHICH PLAYER IS WHICH



PLAYER 1	Is controlled by a joystick in the non-mouse port on the ST. He appears on the far left.
PLAYER 2	Is controlled by a joystick in the mouse port.
PLAYERS 3 & 4	Are controlled by joysticks plugged into the MICRODEAL joystick adaptor cable.

IMPORTANT

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of our
catalogue for the ATARI ST please contact:

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